
Subject: Re: Can't Reload Full Guns

Posted by [Jerad2142](#) on Tue, 13 Sep 2011 14:13:10 GMT

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EvilWhiteDragon wrote on Tue, 13 September 2011 01:44 Aircraftkiller wrote on Tue, 13 September 2011 07:23 What business is it of yours how others enjoy playing, so long as it isn't detrimental in the sense that they're cheating or breaking the game somehow? Reloading is not therapy. It's something to fiddle with while you're running. Should I not be allowed to jump because EvilWhiteDragon can't understand why people jump so much, even with nobody around?

There was no real reason to fix it, and definitely no reason for you to be on a high-horse about what's essentially a bug to a lot of people, myself included. I like to reload. I like to hear the sound. Why should you be the sole arbiter of how I enjoy my game so long as I'm playing within the framework of how the game was designed?

AAAAHHHHHHHHHHhhhhhH! Read! I'm saying it doesn't make sense, that's all.... Not that it should or shouldn't be changed back.

Although... There are 7 people that complain about this. TT has been downloaded about 1774 times. Because this number is inflated due to the way apache/AWstats log this, we'll say a 1000 unique downloads have taken place. Which would mean about $7/1000 * 100 = 0.7\%$ of the players that downloaded TT since Open beta disagree of this change. Ofcourse this doesn't mean all of the remaining 99.3% agrees of this change, but it does seem likely there are more people approving this rather than disapproving this.

Personally I think it should stay, because to me personally it doesn't add anything to the game except possible annoyance.

Actually using that same logic 0.3% want it to say, and the rest don't give a damn.
